

PRIX ARS ELECTRONICA 2004

# PRIXARS

International Competition for CyberArts

COMPUTER ANIMATION / VISUAL EFFECTS

DIGITAL MUSICS

INTERACTIVE ART

NET VISION

DIGITAL COMMUNITIES

U19—FREESTYLE COMPUTING

[THE NEXT IDEA] ART AND TECHNOLOGY GRANT

## **PRIX ARS ELECTRONICA 2004 INTERNATIONAL COMPETITION FOR CYBERARTS**

For the 18<sup>th</sup> time, artists, scientists, researchers and developers are invited to participate in the 2004 Prix Ars Electronica cyberarts competition. From its very inception, Prix Ars Electronica has been conceived as an open platform for various disciplines in the field of digital media design at the intersection of technology, art, science and society. Accordingly, over the years, the assessment criteria have repeatedly been updated in order to be able to take into account rapid developments in the realm of information technology.

## **FOREWORD**

Since 1987 artists from all over the world have entered their works in the Prix Ars Electronica, thus formulating and commenting on the media developments of the past seventeen years. In this way, they have created a public forum for a highly productive discussion. At the same time, they have laid the foundation for a new, highly qualified media-theoretical exploration and investigation of cyberarts within the sphere of contemporary art. More than 2,700 submissions from 85 countries in 2003 have further enhanced the Prix Ars Electronica's reputation as an internationally representative competition honoring outstanding works in the cyberarts. We are especially pleased that several new features are being added to the Prix Ars Electronica this year: two new prizes for Digital Communities and a grant-in-aid to assist young artists in bringing their ideas to fruition. This is made possible by generous support from our sponsors—SAP, Telekom Austria and **voestalpine**—as well as subsidies from the City of Linz and the Province of Upper Austria.

The total prize money for the 2004 Prix Ars Electronica amounts to 130,000 Euro. Three cash prizes will be awarded in each of the categories Computer Animation/Visual Effects, Digital Musics, Interactive Art, Net Vision and u19—freestyle computing, and six cash prizes in the new Digital Communities category dedicated to social developments in the digital age. A new stipend for innovative ideas and two special prizes for the youngest participants in u19 complete the range of awards and prizes. Also this year, the presentation of selected award-winning projects will be a highlight of the Ars Electronica Festival, made possible through the exceptional collaboration with the Brucknerhaus and the O.K Center for Contemporary Art.

In this folder and at **prixars.aec.at**, you will find all information you need to take part in the Prix Ars Electronica 2004 and to submit your work.

We are looking forward to your participation!

**GERFRIED STOCKER**, Ars Electronica Center  
**CHRISTINE SCHÖPF**, ORF Upper Austria

## COMPUTER ANIMATION/ VISUAL EFFECTS

The “Computer Animation/Visual Effects” category has been part of the Prix Ars Electronica since its very inception. It recognizes excellence in independent work in the arts and sciences as well as in high-end commercial productions in the film, advertising and entertainment industries. In this category, artistic originality counts just as much as masterful technical achievement.

## DIGITAL MUSICS

Contemporary digital sound productions from the broad spectrum of “electronica” come in for consideration in the “Digital Musics” category, as do works combining sound and media, computer compositions ranging from electro-acoustic to experimental music, or sound installations. This category’s programmatic agenda is to expand horizons beyond the confines of individual genres and artistic currents.

## INTERACTIVE ART

The “Interactive Art” category is dedicated to interactive works in all forms and formats, from installations to performances. Here, particular consideration is given to the realization of a powerful artistic concept through the especially appropriate use of technologies, the innovativeness of the interaction design, and the work’s inherent potential to expand the human radius of action.

## NET VISION

The “Net Vision” category singles out for recognition artistic projects on the Internet that display brilliance in how they have been engineered, designed and—especially—conceived, works that are outstanding with respect to innovation, interface design and the originality of their content. The way in which a work of net-based art deals with the online medium is essential in this category.

# CATEGORIES

## INFORMATION AND ONLINE REGISTRATION:

[prixars.aec.at](http://prixars.aec.at)

Total Prize Money: 130,000 Euro

Deadline: March 12, 2004

## DIGITAL COMMUNITIES

To mark its twenty-fifth anniversary in 2004, Ars Electronica has expanded its international competition for cyberarts to include a new category called “Digital Communities.” To match the broad spectrum of projects two Golden Nicas will be bestowed in this new category focusing on works of great sociopolitical relevance. “Digital Communities” encompasses the wide-ranging social consequences of the Internet as well as the latest developments in the domain of mobile communications and wireless networks.

“Digital Communities” will spotlight bold and inspired innovations impacting human coexistence, bridging the digital divide regarding gender as well as geography, or creating outstanding social software and enhancing accessibility of technological-social infrastructure. This new category will showcase the political potential of digital and networked systems and is thus designed as a forum for the consideration of a broad spectrum of projects, programs, initiatives and phenomena in which social innovation is taking place, as it were, in real time.

## U19—FREESTYLE COMPUTING

Competition for young people under 19 in Austria. Prix Ars Electronica u19—freestyle computing is an open category for all works that have been designed with or executed by the computer—from websites to software to robots. “freestyle computing” stands for freedom from the restrictions associated with the use of different tools and for a competition that pays just as much attention to innovation and creativity as it does to the age of the individual submitting it.

The rules and entry materials for u19 and [the next idea] will be published separately. For info, log on to [prixars.aec.at](http://prixars.aec.at)

## [THE NEXT IDEA] ART AND TECHNOLOGY GRANT

Discovering ideas for tomorrow in young minds today is the aim of this spin-off the highly successful u19 competition. Artists age 19–27 are invited to submit ideas and proposals for works not yet realized. The winner receives a stipend in the amount of 7,500 Euro and will be invited to spend a term as Artist in Residence at the Ars Electronica Futurelab—a great opportunity to bring project ideas to fruition and subsequently to present them to a large international audience at the Ars Electronica Festival.

## Registration starts January 12, 2004

### GENERAL ENTRY REGULATIONS

- Employees and staff of the organizers, sponsors and patrons of the Prix Ars Electronica as well as jury members and nominating experts are excluded from participation.
- The same work may not be entered in different categories.
- In addition to the works entered by participants, each jury may also propose other works. An artist whose work has been nominated by the jury will be contacted before the jury meeting.
- For production reasons, it is imperative that you submit all the required material on time to meet the deadline **March 12, 2004** (postmarked).
- For organizational reasons, we request that you register your entry **ONLINE** at **prixars.aec.at**. You will find an online registration form in each category.
- You will find specific entry rules for the separate categories.
- We request that no originals be submitted, as the materials will not be returned.
- Entries without the requested accompanying materials will not be accepted.
- Each participant/each institution will receive a copy of the "CyberArts 2004—International Compendium Prix Ars Electronica 2004" catalog as acknowledgment. The book will be mailed at the end of 2004.

- Please be sure to fax or send your signed copy of the entry form to:  
AEC Ars Electronica Center  
Hauptstraße 2  
A – 4040 Linz, Austria  
Code: Prix  
Fax +43.732.7272-676
- As soon as your entry is completed, you will automatically receive confirmation of your participation via e-mail.
- All jury decisions are final.

### DEADLINE

March 12, 2004 (postmarked).  
Please send your complete submission on time to:  
AEC Ars Electronica Center  
Hauptstraße 2  
A – 4040 Linz, Austria  
Code: Prix  
Fax +43.732.7272-676

### JURY MEETING

April 23–25, 2004

### NOTIFICATION

The winners (Golden Nicas, Awards of Distinction, Honorary Mentions) will be notified by April 30, 2004. It is in your own interest to make certain that either you or the proxy nominated in your entry can be reached at the addresses, etc. specified in your entry throughout the period of time when winners will be notified.

The "CyberArts 2004" catalog will be published in September 2004 and will be sent to all participants by the end of 2004.

### AWARDS PRESENTATION

The Prix Ars Electronica 2004 awards presentation will take place on September 3, 2004 during the Ars Electronica Festival in Linz. This event will be televised in Austria by ORF and throughout Europe on the 3sat satellite channel.

The award winners (Golden Nicas and Awards of Distinction) will agree to receive their awards in person and to present their works to the public in the form of a lecture at the Prix Ars Electronica Forum, the three-day program of artist discussions on September 4-6, 2004. Groups and institutions are requested to nominate one person or a maximum of two people as representatives. Award winners will be invited to Linz and economy class flights will be furnished.

Please note the special procedures in the "Digital Communities" category (see page 19, Awarding of Prizes).

### DOCUMENTATION

#### "CyberArts 2004 International Compendium Prix Ars Electronica 2004"

This book documents the entries selected by the jury with texts (German/English) and pictures, including also the names and addresses of all participants.

#### "Prix Ars Electronica CyberArts 2004" DVD

Computer Animation / Visual Effects, Interactive Art

#### "Prix Ars Electronica CyberArts 2004" CD

Digital Musics

If your entry is awarded a prize or receives a Honorary Mention, your material will be used for the catalog, DVD, CD and the Prix Ars Electronica website, so we ask you to prepare your picture and text material carefully. The catalog, the DVD and the CD will be released in conjunction with the Ars Electronica Festival 2004. All participants will receive a complimentary copy of the catalog. The website will be launched in advance to publicize the Festival and the Prix Ars Electronica. The organizers of Prix Ars Electronica reserve the right to determine the actual realization of the publications named, depending on technical conditions and time considerations. All the submitted graphic, text, video and audio material may be published in conjunction with the Prix Ars Electronica archive and the digital CyberArts archive on the Internet as well as in announcements and press publications.

### CONTACTS

AEC Ars Electronica Center Linz  
Hauptstraße 2  
A – 4040 Linz, Austria  
Code: Prix

Iris Mayr  
Tel. +43.732.7272-74  
Fax +43.732.7272-676  
info@prixars.aec.at

## SPONSORING AND SUPPORT

SAP, Telekom Austria and **voestalpine** are the sponsors of the 2004 Prix Ars Electronica.

The competition is made possible through the support of the City of Linz and the Province of Upper Austria.

Prix Ars Electronica is supported by:  
ÖKS Österreichischer Kultur-Service,  
Pöstlingbergschloss'l,  
Sony DADC, Spring, KLM

The Prix Ars Electronica is also a successful model of how the private sector's commitment to enhancing cultural life can make a direct impact on the creation of contemporary art. Therefore, we are also particularly pleased to be able to welcome a new sponsor to the Prix Ars Electronica this year, one who is enabling us to expand the competition into a very significant area. In addition to Telekom Austria, the long-time benefactor of the "classic" Prix Ars Electronica categories, and **voestalpine**, whose involvement has focused on the category for young people, SAP is joining the 2004 Prix Ars Electronica as a main sponsor. And this new cooperative relationship is making possible a new category—"Digital Communities."

The partnership between SAP and Ars Electronica is a new model for cooperation at the interface of art, technology and society. Together, we hope to play an active role in shaping the process of social innovation. We at SAP can contribute our technological strength as global leader in software production as well as innovative thinking and the creativity of our workforce. With Prix Ars Electronica's new "Digital Communities" category, SAP wants to single out for recognition initiatives and organizations that are creatively utilizing new technologies to foster and improve relations between citizens and government officials, political leaders and the private sector.

Henning Kagermann  
CEO SAP AG

As a leading high-tech firm with a strong orientation on the future, Telekom Austria is intensely interested in digital media techniques. Not only does the Prix Ars Electronica provide a powerful impetus for the development of marketable applications and content; it also lives up to our corporate philosophy as an innovative enterprise by focusing on issues at the nexus of art, technology and society in an open discourse that does not shy away from controversy. As sponsor of the Prix Ars Electronica, we are looking forward with great anticipation to the 2004 submissions. We wish to congratulate the organizers for the great job they've been doing, and welcome the entrants who have taken up the challenge posed by this networked adventure.

Heinz Sundt  
CEO Telekom Austria

**voestalpine** is fully cognizant of the many parallels between industry and art. After all, running a successful enterprise also calls for creativity, innovative thinking and the courage to blaze new trails. So, it was a perfect fit for us to endow a competition designed to recognize developments that display great promise for the future. We hope that [the next idea] Art and Technology Grant will be a source of exciting concepts and impulses that help us to continue developing innovative solutions and strategies for our customers.

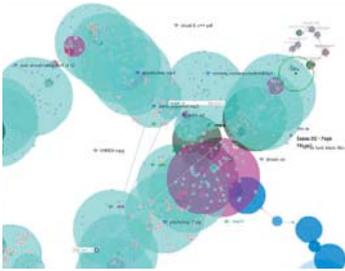
Dr. Wolfgang Eder  
Vice-Chairman of the Board of Directors, **voestalpine**



**voestalpine**

## MEMBERS OF THE JURY

Joichi Ito  
Shanthy Kalathil  
Howard Rheingold  
Oliviero Toscani  
Dorothy Okello



The Electronic Frontier Foundation (EFF) is proud to support “Digital Communities.”



## DIGITAL COMMUNITIES

To mark its twenty-fifth anniversary in 2004, Ars Electronica, in cooperation with SAP, has expanded its international competition for cyberarts to include a new category called “Digital Communities.” To match the large number and broad spectrum of projects as well as the diversity of protagonists active in the field of “Digital Communities,” two Golden Nicas will be bestowed in this new category focusing on works of great sociopolitical relevance.

“Digital Communities” encompasses the wide-ranging social consequences of the Internet as well as the latest develop-

ments in the domain of mobile communications and wireless networks. “Digital Communities” will spotlight bold and inspired innovations impacting human coexistence, bridging the digital divide regarding gender as well as geography, or creating outstanding social software and enhancing accessibility of technological-social infrastructure.

This new category will showcase the political potential of digital and networked systems and is thus designed as a forum for a broad spectrum of projects, programs, initiatives and phenomena in which social innovation is taking place, as it were, in real time.

### DIGITAL COMMUNITIES—WHAT ARE THEY?

The “Digital Communities” category is distinct as it recognizes the contribution to improving lives of human beings all over the world using digital and networked technologies. Diminishing the “digital divide,” nurturing “emergent democracy” and enabling people to take full advantage of their rights and freedoms are among the aims we are striving to achieve.

Digital Communities give rise to group action and interaction, engender constructive contexts and social capital, and promote social innovation. An essential precondition for this is making the respective relevant technologies and infrastructure more widely accessible or perhaps even developing them in the first place. Digital Communities take part in efforts to achieve comprehensive human development, a key aspect of which is reconfiguring the relationship of power between citizens and political leaders, the state and its administrative bureaucracy as well as financial and commercial interests in the sense of increasing participation, strengthening the role of the civil sector, and establishing a framework for democracy to flourish.



### PRIZES

#### 40,000 EURO

2 Golden Nicas  
10,000 Euro each

4 Awards of Distinction  
5,000 Euro each

Up to 14 Honorary Mentions.





*"I'm thrilled and honored to help Prix Ars Electronica award the first prizes for global excellence in digital community design and practice. New tools and practices for online socializing are developing at an increasing pace, and the Prix Ars Electronica is one way of encouraging further evolution. Although we are focused on the present and future, the Prix Ars Electronica—an international competition for cyberarts—is rooted in a rich tradition.*

*Computer-mediated communication would not have driven the phenomenal growth of the Internet if this new medium did not provide useful new ways to form social groups. Never before were strangers able to connect with each other worldwide, instantaneously, to discuss any one of a 100,000 different shared interests. Never before were support groups for disease patients and caregivers available for every disease, at every hour, anywhere in the world. Never before could artists, political activists, educators, programmers, lovers, scientists, entrepreneurs connect with each other and their constituencies, exchange texts or sounds or images or programs on a many-to-many basis and nearly zero cost.*

*The social software that affords new kinds of digital communities has evolved and diversified, from the earliest chatrooms and newsgroups to today's message-boards, video chat, buddy lists, social networks, weblogs, massive multiplayer games. Now that the virtual world's power to connect interest groups is untethering from the desktop and merging its power with the ubiquitous wireless connectivity of mobile telephones, new forms of collective action are electing and deposing world leaders and triggering global epidemics of urban performance art. The software that makes virtual communities and online social networks possible deserves recognition, and so does the social innovation and patient work that goes into growing a sustainable social cyberspace.*

*We hope that the new category "Digital Communities" of the Prix Ars Electronica will influence, inspire and help drive development of ever-more useful and humane uses of digital community software and practice."*

### **Howard Rheingold**

Author of "Virtual Communities" (1993) and "Smart Mobs—The Next Social Revolution" (2003)

*"The Electronic Frontier Foundation (EFF) is excited to be part of Prix Ars Electronica's awarding of two Golden Nicas in the new "Digital Communities" category. The social aspects of community, and the importance that those play in the development of technologies such as the Internet, are often overlooked. Specifically, honoring groups that strive to improve the lives of human beings all over the world through the use of digital and networked technologies is a great idea. Hopefully it will encourage others to think beyond the traditional ways of utilizing technologies and explore the immense potential these technologies have to improve the human condition."*

### **Shari Steele**

Executive Director, Electronic Frontier Foundation

## **MEMBERS OF THE JURY**

### **Joichi Ito**

Joichi Ito is the founder and CEO of "Neoteny," venture capital firm focused on personal communications and enabling technologies. He has created numerous Internet companies including "PSINet Japan," "Digital Garage" and "Infoseek Japan." In 2001 the World Economic Forum chose him as one of the 100 "Global Leaders of Tomorrow" for 2002. He recently joined the board of "Creative Commons," a non-profit devoted to expanding the range of creative work available for others to build upon and share.

### **Shanthi Kalathil**

Specialist in the political impact of information and communication technology (ICT). Worked in Hong Kong as a journalist. Her research focuses on the impact of ICT in authoritarian regimes, the global digital divide, and security issues in the information age.

### **Dorothy Okello**

Dorothy Kabagaju Okello (Uganda) studied Electrical Engineering at the McGill University-Montréal, Canada and her current research interest lies in broadband satellite networking. Dorothy Okello is Africa Representative for the Gender and

ICT Awards Project Team as well as for the APC Women's Networking Support Programme (APC-WNSP) Coordination Team. Since May 2000 she is the coordinator for the Women of Uganda Network (WOUGNET) and therefore responsible for strategic planning and development of WOUGNET programmes.

### **Howard Rheingold**

One of the world's foremost authorities on the social implications of technology; one of the creators and former founding executive editor of "HotWired," served as editor of "The Whole Earth Review," editor-in-chief of "The Millenium Whole Earth Catalog," and online host for "The Well." Author of several books, including "The Virtual Community" (1993), "Virtual Reality," "Tools for Thought" and "Smart Mobs—The Next Social Revolution" (2003).

### **Oliviero Toscani**

Photographer and art director; from 1982–2000 he transformed "Benetton" into one of the world's best known brands; co-founder and art director of "Colors," the first global magazine; founder of "Fabbrica," international school for communication and arts; creative director of magazine "Talk."

## ENTRY

The “Digital Communities” category is open to political, social, and cultural projects, initiatives, groups, and scenes from all over the world utilizing digital technology to better society and assume social responsibility. It is meant to recognize the initiators and propagators of these communities as well as the developers of the relevant technologies, and to honor those whose work contributes to the establishment and proliferation of Digital Communities as well as provide understanding and research into them.



## DIGITAL COMMUNITIES

Two Golden Nicas will be awarded in order to recognize the vast array of relevant projects between grassroots operations and professional solutions, the diversity of approaches and aspects from community innovation to social software excellence as well as the broad spectrum of submitters involved, ranging from private initiatives to public institutions. Particular emphasis will be placed on a project's “community innovation,” its sustainability, and its appropriate use of technology optimized for the end user. This could be a novel method for connecting already existing technology or optimizing the use of an available infrastructure. Jury members will be looking to recognize technological-social solutions, “social software tools,” and infrastructure with great promise, as well as the brilliant realization of such concepts. Their evaluations and decisions will honor visionary and forward-looking projects; those that display consummate social and technological innovativeness, and that have been successfully set up and established. In their selection, the jury will place particular emphasis on the reasonableness, appropriateness, and openness of the solutions. Digital Communities projects should enable human beings to enjoy the widest possible access to technology, networks, and the “Digital Commons.” The winning projects should be able to serve as a model to be copied by others, and, in their orientation on the future, be a source of inspiration, encouragement, and enablement.

Among the projects, phenomena and fields of activity subsumed under the heading Digital Communities are:

- social software
- eDemocracy, eGovernment, eGovernance
- emergent democracy
- collective weblogs, social networking systems
- filtering and reputation systems
- social self-support groups
- learning and knowledge communities
- computer supported collaborative processes
- gaming communities
- digital neighborhoods, community networks
- free net initiatives, wireless LAN projects
- digital cities, urban development projects
- citizen involvement initiatives, citizen conferences
- telecenters

## WHO CAN SUBMIT AN ENTRY

Individuals, groups, associations, public institutions, and private enterprises are eligible to enter their projects. Such projects must, at the time of the judging, be active, extant communities, and must be verifiable through online representation or documentation. Community projects may be submitted only by an authorized representative. Journalistic, scholarly, scientific and artistic works may be submitted only by the author or copyright holder or his/her authorized representative. For software projects, the developer must make the submission and verify that the software is running and is being used. In addition, the developer must indicate the type of license granted to those using the software. All persons submitting a work must nominate a proxy in case the winner is unable to appear at the awards presentation. Purely commercially oriented projects are excluded from participation.

## PRIZES

### 40,000 Euro

2 Golden Nicas  
10,000 Euro each

4 Awards of Distinction  
5,000 Euro each

Up to 14 Honorary Mentions.

## CHECKLIST

Please be certain that you have read the General Entry Regulations (see page 6).

Your entry must include:

- project description
  - project basics
  - web address of the project
  - project details: object and cultural-geographic context, outline of the project's origin, development and history to-date, type and extent of the (groups of) individuals currently involved, technological basis, etc.
  - technical information: objective statement of the problem being addressed, solution and features, fields of application, concrete areas of implementation, potential users and beneficiaries, licensing type, system environment, technological basis, etc.
- statement of reasons why the submitted project deserves to win a prize in the "Digital Communities" category

- resources: optional upload of supporting information and resources in digital form (in the case of texts, the complete, unabridged version of the text; scientific, scholarly or theoretical texts about the project; media coverage and published reactions; photographic and/or video material). If you think that illustrations, drawings, diagrams etc. are important for evaluating your project, please upload them in the following formats: tif, eps, jpg (jpg, eps only at maximum quality), 300 dpi (in sizes ranging up to 18x24 cm).
- submitter: information about the person submitting the entry
  - biography
  - Please upload 1 portrait of the submitter in the following formats: tif, eps, jpg (jpg, eps only at maximum quality), 300 dpi (in sizes ranging up to 7x10 cm).

You must submit your entry through online registration at [prixars.aec.at](http://prixars.aec.at) starting January 12, 2004. There you can input all the information necessary to submit your project, as well upload any accompanying digital material. After completing the registration, please print out a hardcopy of the online form, sign the form, and submit it along with any additional (hardcopy) material needed to support your entry by mail (postmarked no later than March 12, 2004) to: AEC Ars Electronica Center Linz Hauptstraße 2 A – 4040 Linz, Austria Code: Prix or per fax to +43.732.7272-676 You will then receive a confirmation of your online submission and notification of the arrival by mail of your (hardcopy) documents. Only complete submissions that arrive on or before the deadline will be given consideration for a prize.

**Registration starts  
January 12, 2004  
Deadline: March 12, 2004  
(postmarked).**

## DOCUMENTATION

If your entry is awarded a prize or receives an Honorary Mention, your material will be used for the catalog, DVD, CD and the Prix Ars Electronica website (see General Entry Regulations, page 6), so please prepare your picture and text material carefully. The catalog, DVD and CD will be released in conjunction with the 2004 Ars Electronica Festival. All participants will receive a complimentary copy of the catalog.

We are also planning to produce short video documentaries about each of the two winners in the "Digital Communities" category.

## AWARDING OF PRIZES

The two Golden Nicas and the Awards of Distinction in the "Digital Communities" category will be presented at a special ceremony, hosted jointly by Ars Electronica and SAP, held in New York in June 2004. The winners of the Golden Nicas and the Awards of Distinction commit to accepting their prizes at the "Digital Communities" Gala in June 2004 in person (or through a proxy nominated in advance) and to present their project at the Prix Ars Electronica Forum in September 2004 in Linz, Austria, in the form of a speech delivered before a live audience. Each group, institution, or private enterprise must nominate someone (maximum of two individuals) for this purpose. The prize money is meant to support the ongoing development of the winning projects, and Ars Electronica reserves the right to request and receive proof that the prize money is being used in accordance with this stipulation.

## RIGHTS

The organizers (Ars Electronica Center and the ORF Upper Austria) and sponsors of the 2004 Prix Ars Electronica wish to make the results of the competition accessible to as large an audience as possible. This will be accomplished through carefully planned publicity efforts in the press, TV and radio, by means of documentation media (catalog, video, CD, DVD, WWW) and with the gala awards ceremony that will be broadcast in Austria on ORF and throughout Europe on the 3sat satellite channel.

Therefore, the participants in the competition grant the organizers and sponsors the right to use all material submitted for the purposes enumerated above and, if need be, the participants are also responsible for obtaining the necessary licenses to use any material (images, sound, texts) created by third parties.

For their part, the organizers and sponsors certify to the participants in the competition that the submitted material will be used only in the form stated above. Any usage by the organizers or sponsors not directly connected with

Ars Electronica and any and all such commercial usage are strictly prohibited. All copyrights are retained by the artists.

The prizewinning projects as selected by the jury will be presented (together with screenshots and a description) on the "CyberArts 2004" DVD, and an illustrated description of the prize-winning works will appear in the "CyberArts 2004" catalog. The participants agree to grant the Ars Electronica Center the necessary rights for these publications. The Prix Ars Electronica is an integral part of the Ars Electronica Festival. The organizers are therefore interested in integrating the selected projects into the Festival program. The participant grants the organizers the rights necessary to do this. The organizers reserve the right to decide which projects will be included in such a presentation.

The Ars Electronica Center, also known as the Museum of the Future, is a permanent exhibition facility for digital media art. Accordingly, the Ars Electronica Center intends to present the results of the Prix Ars Electronica to interested members of the general public both on its premises and in the Internet. All submitted graphic, textual, video and audio material may be published in connection with the Prix Ars Electronica Archive in the Internet.

The participant grants the Ars Electronica Center the right to make public the submitted work in conjunction with Ars Electronica Center exhibitions for documentary and archival purposes. Any and all rights that go beyond those enumerated above must be the subject of a separate agreement.

Moreover, the entrants are committed to participating in the planned documentaries to be produced about the winning projects and to granting the rights necessary for this. The organizers reserve the sole right to decide whether such documentaries will actually be produced and, if so, their design, content and use.

## CONTACTS

Should you have any questions as a participant in the "Digital Communities" category, please feel free to contact:

Iris Mayr  
[communities@prixars.aec.at](mailto:communities@prixars.aec.at)  
Tel. +43.732.7272-74  
Fax +43.732.7272-676



## CONTACTS

AEC Ars Electronica Center Linz  
Hauptstraße 2  
A – 4040 Linz, Austria  
Code: Prix

Iris Mayr  
Tel. +43.732.7272-74  
Fax +43.732.7272-676  
info@prixars.aec.at

## AEC ARS ELECTRONICA CENTER LINZ

Museumsgesellschaft mbH  
Gerfried Stocker  
Managing Director  
Hauptstraße 2  
A – 4040 Linz, Austria

## PRIX ARS ELECTRONICA 2004

*Organized by:*  
Ars Electronica Center Linz  
*In collaboration with:*  
ORF Upper Austria  
Brucknerhaus Linz  
O.K Centrum für Gegenwartskunst

*Idea:*  
Dr. Hannes Leopoldseder

*Concept/Coordination:*  
Christine Schöpf (ORF)  
Gerfried Stocker (AEC)

*Organization:*  
Katrin Emler, Ellen Fethke,  
Ingrid Fischer-Schreiber,  
Iris Mayr, Manuela Pfaffenberger,  
Gerlinde Pöschko

*Public Relations:* Ulrike Ritter

*Press:* Wolfgang Bednarzek

*Marketing & Sponsoring:*  
Ursula Kürmayr, Doris Peinbauer

*Web Team:* Ingrid Fischer-Schreiber,  
Volker Haider, Daniela Ortner

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The organizers reserve the right  
to amendments and alterations  
without notice.

## PRIX ARS ELECTRONICA U19–FREESTYLE COMPUTING

Competition for young people in  
Austria under the age of 19  
u19@prixars.aec.at

In collaboration with  
ÖKS Österreichischer Kulturservice

## ARS ELECTRONICA FESTIVAL

September 2–7, 2004  
www.aec.at

## ORGANIZER

Ars Electronica Center Linz

## CO-ORGANIZERS

ORF Upper Austria  
Brucknerhaus Linz  
O.K Centrum für Gegenwartskunst



Centrum für Gegenwartskunst  
Oberösterreich